U/SNS-XF-USA

INSTRUCTION BOOKLET

GAMETEK

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GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

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CONTENTS

How to Use Your Controller..... 1
Setting Up The Game..... 4
How to Play Round 1..... 6
How to Play Rounds 2, 3 and 4..... 12
How to Play The Speed-Up Round..... 13
How to Play The Bonus Round..... 13
Message to Players..... 16
Hints on Game Play..... 17

PRESENTING The Deluxe Edition of WHEEL OF FORTUNE featuring VANNA WHITE for your SUPER NINTENDO ENTERTAINMENT SYSTEM. With over 4,000 new puzzles, amazing new digitized graphics and sound effects, you'll feel as if you're actually in the studio with Vanna White. Soon you'll experience the challenge and intrigue of America's favorite TV game show.

THANK YOU for purchasing Gametek's Deluxe Edition of Wheel of Fortune featuring Vanna White Game Pak for your Super Nintendo Entertainment System. Before you get started, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Game Pak. Please save your manual in a convenient place for future reference.

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Game Hint and Tip Line 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

How to Use Your Controller

If 1 player plays alone or against the computer, only Controller 1 is used.

If 2 human players are competing, either alone or against a computer player, Player #1 uses Controller 1 and Player #2 uses Controller 2.

If 3 human players are competing, Player #1 uses Controller 1. Player #2 and Player #3 share Controller 2 and take turns using it.

Control Pad
The Cursor: Use the Control Pad to choose the letter you wish to choose. This is done by pressing the pad in the direction you wish to go; up, down, left or right. Press Button X to lock in your choice.

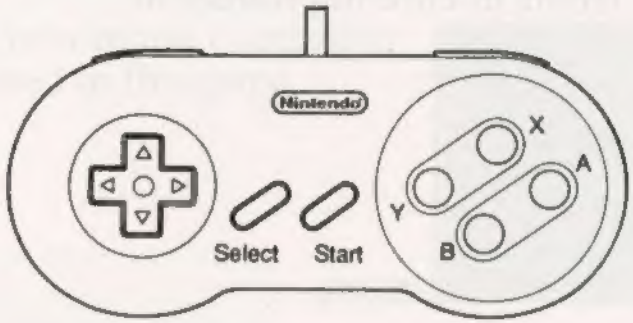
When selecting Spin, Vowel or Solve, you may enter your choice using the following button commands:

Button Y- Selects the Spin Option
Button B - Selects the Vowel Option
Button A- Selects the Solve Option

To PAUSE the game, press the START Button.

To RESUME game play, press the START Button again.

When the game is paused, you may RESET the game by pressing the SELECT Button.



Control Pad
- Moves Highlighting or Cursor

SELECT Button
- Selects New Puzzle at Start of Round
- Resets Game When in Pause Mode

START Button
- Starts Game
- Bypasses Introductory Sequence
- Pauses Game
- Resumes Game Play After Being Paused

Button X
- Locks in Choice
- Skips Spinning Wheel Section
- Selects Strength of Spin

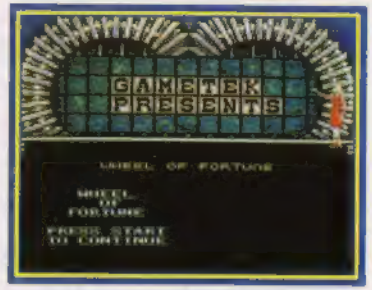
Button Y
- Selects Spin
- Deletes letters in entering names or solving the puzzle

Button B
- Buys a Vowel

Button A
- Solves Puzzle
- Completes entered name

Setting Up the Game

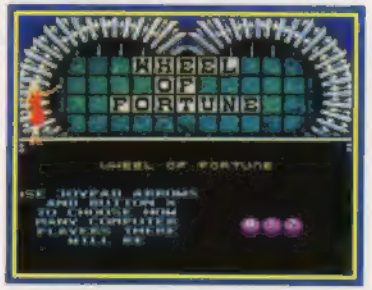
1. To begin the game, press the START Button when prompted.



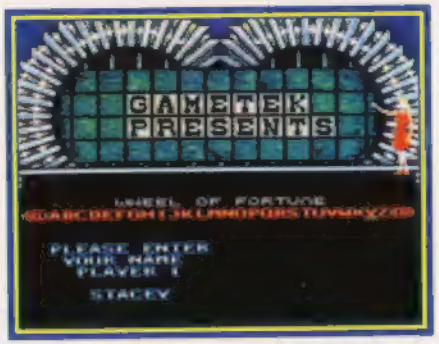
2. Select how many Controllers will be used in the game.

3. Select how many contestants will compete by moving to the desired number of players: 1, 2 or 3. Press Button X to lock in your selection.

4. Now, select the number of computer players you wish to compete against. Enter your selection by moving to the number of your choice and pressing Button X.



5. At the prompt, enter the names of the human players in the order in which you wish them to compete by moving to the desired letters and locking them in by pressing Button X. The names being entered can be no more than 10 characters long. After you have entered each name, press Button A. If you make a mistake while entering a name, move to DEL and press Button X to delete each letter.



6. To choose your character, move to your selection and press Button X. This should be done for each human player as prompted by the computer.

7. If you are playing against a computer player or players, they will enter their own name(s) and contestant(s).

How to Play Round 1

1. The screen opens with the Wheel of Fortune board displaying the category and the puzzle. The category could be: PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE, THING, THINGS, FICTIONAL CHARACTER, SAME NAME, BEFORE AND AFTER, QUOTATION, NICKNAME, SLANG, FAMILY, HUSBAND AND WIFE, LANDMARK, OCCUPATION, PLACES, or STAR AND ROLE.

a. The squares involved in the puzzle will be highlighted in gray.

b. The players' names appear in the order of play, going from left to right across the top of the screen.

c. The round that you are in is displayed just above the game board.

d. All of the player's information is displayed as follows:

2. A message will appear on the bottom of the screen asking if you would like a different puzzle. Pressing Select will choose another puzzle or Button X will continue the game.

3. The next message that appears on the bottom of the screen indicates that it is Player #1's turn to play. Player #1 may choose to SPIN, buy a VOWEL or SOLVE the puzzle. (Players usually elect to SPIN for the first few times until several letters appear on the board.)

4. In order to buy a vowel, the player must have at least $250 in winnings for the current round.

5. A player must make the decision to SPIN, buy a VOWEL or SOLVE the puzzle quickly, as the timer located in his/her score box is counting down. (The timer is also indicated by a circle at the bottom of the screen which changes from white to blue.) If the decision is not made within the allotted time, a message will come up on the screen indicating that the player has run out of time. If the player runs out of time, play passes to the next player.

6. CHOOSING TO SPIN:

a. If you, as Player #1, decide to SPIN, lock in your choice with Button Y.

b. After selecting SPIN, you will go to the contestant screen.

c. The strength you exert to spin the Wheel is indicated by a black line appearing directly under your name. Press Button X to select the desired strength. (The longer the black line, the more power in the spin.)

d. The Wheel now appears on the screen and spins. To skip this screen, press Button X.

e. When the Wheel stops, the dollar amount which it lands on determines the value of the consonant you will be selecting during your turn.

f. After the Wheel stops spinning, you will be returned to the contestant screen where you will be applauded by the other contestants. To skip this screen press Button X.

g. In addition to landing on a dollar amount, the following may happen:

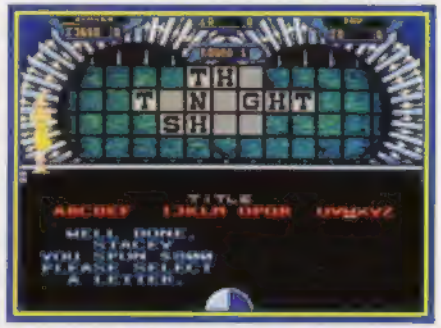
1. If the Wheel stops on BANKRUPT, you will lose all of your winnings for the current round.

2. If the Wheel stops on LOSE TURN, you lose your next turn.

3. If the Wheel stops on FREE SPIN, you will earn a FREE SPIN only if you choose a consonant correctly. You can use this FREE SPIN during any round, except the bonus round.

7. ENTERING YOUR CONSONANTS:

Once the value of your letter is determined, the game directs you to ENTER A CONSONANT. Scroll right or left to the letter of your choice and lock it in with Button X.



a. If the consonant is correct, its location lights up on the game board and Vanna turns over the letter. The value of the spin for that consonant is entered below your name. (If that consonant appears more than once, the value of your spin is multiplied by the number of times that particular consonant appears in the puzzle.) If your choice is correct, you will once again be prompted to SPIN, buy a VOWEL or SOLVE the puzzle. You may continue playing until you either choose a consonant or buy a vowel not in the puzzle, incorrectly try to solve the puzzle, spin the Wheel and land on LOSE TURN or BANKRUPT, or run out of time when selecting the letter.

b. If your consonant is incorrect, the game informs you that that consonant is not in the puzzle. Play then passes on to the next contestant.

8. BUYING A VOWEL

You may choose to buy a vowel as long as you have earned $250 in the current round of play.

a. If you decide to buy a vowel, press Button B.

b. The $250 is deducted from your winnings whether or not that vowel is in the puzzle.

c. The cost of a vowel is always $250, regardless of how many times that vowel appears in the puzzle.

d. If you do not have $250, you will not be allowed to buy a vowel.

e. If you choose a vowel that is not contained in the puzzle, play passes on to the next player.

9. SOLVING THE PUZZLE

During any of your turns, you may choose to solve the puzzle.

a. Press Button A.

b. A flashing tile appears at the first missing letter. Move to the letter of your choice and lock in by pressing Button X. Continue to enter the missing letters until you have completed the puzzle or run out of time.

c. When you have completed the puzzle, move the cursor to END and press Button X, or press Button A.

d. If you make a mistake when entering the letters, move the cursor to DEL and press Button X to delete the last entry or press Button Y to delete the last entry.

e. If your solution is correct, a message will appear congratulating you on winning the round and your winnings for that particular round will be displayed.

f. If you are incorrect, play passes to the next player.

g. Press Button X to continue.

NOTE: Speed is essential since the timer is counting down; ACCURATE SPELLING IS ALSO ESSENTIAL — even one incorrect letter will make the response incorrect.

How to Play Rounds 2, 3 and 4

1. After Round 1, the game returns to the contestant screen displaying the winner's total. This will be done after every round showing each player's accrued earnings for the entire game up to that particular point in play.

2. Round 2 is played the same as Round 1, except that a $1,500 space is added to the Wheel. Round 3 and Round 4 also follows the same rules as Round 1, however in Round 3, a $2,500 space is added to the Wheel and in Round 4 a $5,000 space is added.

3. Player #2 starts Round 2, player #3 starts Round 3, and player #1 starts Round 4. (If only two players are competing, then player #1 starts Round 3 and player #2 starts Round 4.)

How to Play the Speed-Up Round

1. The 5th Round is the Speed-Up Round. The Wheel will be spun for you and any letter that is chosen earns that dollar amount.

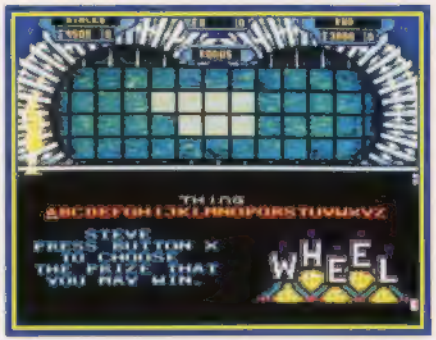
2. If you choose a letter that is in the puzzle you will have a chance to solve the puzzle. If you don't want to try, press Button A.

3. In the event of a tie score, the Speed-Up Round will be repeated until there is a winner.

How to Play The Bonus Round

1. If you are the winner, your name and winning score appear on the screen. Press Button X to continue.

2. There is a different prize behind each letter of the word WHEEL. You must select one of these letters by pressing Button X as the letters blink.

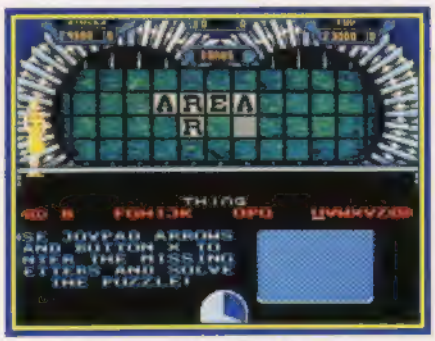


3. At this point, you will be shown the bonus puzzle. The consonants R, S, T, L, and N and the vowel E will be revealed if they are in the puzzle.

4. You may now choose three more consonants. Move to the letters of your choice and lock in by using Button X. Now choose a vowel and lock in with Button X. Make your selections quickly because the timer will be counting down. If any of the letters you have chosen belong in the puzzle, they will be revealed on the game board.

5. The timer will reset and you will be asked to solve the puzzle.

6. To solve the puzzle:



a. A flashing tile appears at the first missing letter. Move the cursor to the appropriate letter and press Button X to lock in your choice. Continue to enter the missing letters until you have completed the puzzle or run out of time.

b. When you have completed the puzzle, move the cursor to END and press Button X, or press Button A.

c. If you make a mistake when entering the letters, move the cursor to DEL and press Button X to delete the last entry, or press Button Y to delete the last entry.

7. If you have solved the puzzle successfully, you win!

8. The prize that you selected earlier will be revealed by pressing Button X.

9. To begin a new game, press Button X and follow instructions on screen.

Message to Players

This Game Pak uses a program which randomly accesses the puzzles. When your Super Nintendo Entertainment System is turned off, the entire puzzle file is cleared. Puzzles are selected at random by the computer, so although there are over 4,000 puzzles, repetition may occur. If, during a round, you get a repeat puzzle and you wish to use a different one, press the SELECT Button at the prompt. "If you want a different puzzle, press SELECT now." If you wish to continue with the same puzzle, press Button X.

This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

Hints on Game Play

1. Correct spelling is ESSENTIAL when solving a puzzle. We recommend that you check all the letters you have entered before you select END.

2. Each time a player guesses a letter correctly or incorrectly, that letter is eliminated from the alphabet on the screen.

3. When all the consonants have been selected, the only options available are buy a VOWEL or SOLVE the puzzle.

4. BANKRUPT only applies to the winnings of the current round. The player's accrued winnings from previous rounds are not lost.

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1-305-935-8058

• 8 a.m. to 8 p.m. Eastern Time

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Gametek would like to thank the following people for their time and effort in creating The Deluxe Edition of Wheel of Fortune featuring Vanna White for the Super Nintendo Entertainment System:

- Developed and programmed by Mike Pierone
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